

III. AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all prior versions, and listings, of claims in the application:

1. (Currently Amended) A bridge for coupling a client (4) of a first object type to a server (8, 9) of a second object type, the bridge comprising a server component (11) of the first object type, a client component (13) of the second object type, a receiving component for a uniform resource locator of the server and for parameter data indicative of the second object type for selection of the second object type client component and a mapping component (17) for mapping of objects of the first object type to corresponding objects of the second object type.
2. (Original) The bridge of claim 1 wherein the first object type uses the simple object access protocol (SOAP) type.
3. (Original) The bridge of claim 1 or claim 2 wherein the second object type is the enterprise Java Beans (EJB) type or the common object request broker architecture (CORBA) type.
4. (Original) The bridge of claim 1 wherein the bridge has means for coupling to the client of the first object type via the internet.
5. (Currently Amended) The bridge of claim 1 or claim 4 wherein the bridge has means for coupling to the server via an intranet.
6. (Original) The bridge of claim 1 or claim 4 wherein the bridge has an assigned uniform resource locator (URL) for access of the bridge from the client.
7. (Canceled).

8. (Original) The bridge of claim 1 or claim 4 further comprising a receiving component for application specific parameters to be provided to the server as input data.
9. (Original) A computer system having a client computer of a first object type and a bridge in accordance with claim 1 or claim 4 for establishing a communication path between the client computer and a server computer of a second object type.
10. (Original) The computer system of claim 9 having a firewall component (18) in the communication path.
11. (Original) The computer system of claim 9 wherein the client computer has means for accessing a yellow pages type server for querying the yellow pages type server to obtain a uniform resource locator of a desired location of the server computer.
12. (Original) The computer system of claim 11 wherein the yellow page server provides the object type of the application and, in case of different server and client object types, the uniform resource locator of the bridge.
13. (Original) A method for coupling a client (4) of a first object type to a server (8, 9) of a second object type via a bridge, the bridge comprising a server component (11) of the first object type, a client component (13) of the second object type and a mapping component (17) for mapping of objects of the first object type to corresponding objects of the second object type, the method comprising the steps of
 - coupling the client to the bridge,
 - providing a uniform resource locator of the server to the bridge and providing parameter data to the bridge indicative of the object type of the server,
 - coupling the bridge to the server via the client component of the bridge having the same object type as the server.

14. (Original) The method of claim 13 further comprising the steps of

- querying a yellow page type server by the client for finding a desired application,
- providing a uniform resource locator of the application and the object type of the application to the client and
- providing the uniform resource locator of the application from the client to the bridge.

15. (Original) A system for automatically coupling a client of a first object type to a server of a second object type, the system comprising means adapted for carrying out the steps of the method according to anyone of the claims 13 or 14.

16. (Original) A data processing program for execution in a data processing system comprising software code portions for performing a method according to anyone of the claims 13 or 14 when the program is run on that computer.

17. (Original) A computer program product stored on a computer usable medium, comprising computer readable program means for causing a computer to perform a method according to anyone of the claims 13 or 14 when the program is run on the computer.